LOOK OUT, LADY! HERE COMES...

CRASHED

ISSUE 16 •
SEPTEMBER '94 •
£1.50 •

CRASHED IS TWO!

NSSS

The Northern SAM & Spectrum Show

Remember, remember - 21st of September! See page 11 for details

Preview of Kaboom!

Burglar Bob Review

Quazar Sampler Review

NSSS Info

AND LOTS MORE in the galaxy's greatest SAM and Speccy magazine... Public Exposure, Retro Reviews, Post Box, Game On - inside!

JUPITER SOFTWARE

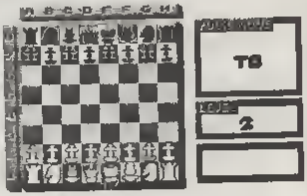
2 OSWALD ROAD, RUSHDEN,
NORTHANTS NN10 0LE

PLEASE MAKE ALL CHEQUES ETC. PAYABLE TO S EKINS

NEW STUFF

CHESS MATE.

CHESS MATE is the first and probably the only chess game that will ever appear for the SAM, it is a joint game between Jupiter and Quazar It has 16 bit sound (with the Quazar soundcard), 8 skill levels, choice of who starts, let the computer move for you and take back move All this, together with the many computer opening moves make it one of the most addictive games on SAM CHESS MATE is out now, and costs only £9 99



(Do they really look like cats? (Formal review))

PROGRAMMING IN SAM C.

PROGRAMMING IN SAM C is a book all about, well, Programming in SAM C
The book has nearly 60 pages, including nearly 20 pages of source code, which includes examples of many different routines (stars scrollers etc), plus a couple of full games Also included, for completeness, are printouts of all the header files (more up to date than the C manual)

We wrote the book not to make a profit - we make about 50p per book, but to help others to get to grips with SAM C and encourage them to use it more

PROGRAMMING IN SAM C costs a mere **£5.00** and is available **only** from Jupiter Software

BURGLAR BOB (sorry, not much space for a description)

Burglar Bob is our latest platform game It has four large levels of increasing difficulty, two scenery graphics sets and a completely wacky style of playing (try not to kill the nasties!) Burglar Bob costs only £4 00

BARGAINS

We have reduced the prices on all of our older software titles

NAME OF ITEM	OLD PRICE	NEW PRICE	NAME OF ITEM	OLD PRICE	NEW PRICE
AMALTHEA	£10 00	£5 00	MEGABIAST	£2 50	£2 00
CRAZYBALL	£2 50	£2 00	MUNCHER	£4 00	£3 00
INVADERS	£4 00	£3 00	BOMBS AWAY	£[illegible] 50	£3 00
LABYRINTH	£4 00	£2 00	TRANSLATOR	£6 00	£4 00
BLAZING TANKS	£2 50	£[illegible] 00	(French English dictionary)		

DELVING DEEPER...

4 *Stuff* – Some fairly exclusive news, actually.

5 *The Postie's Sack* – Yes.

7 *Looking On* – You saw it here, erm, third.

8 *Game On* – A Jet Set Willy special.

9 *Review* – Burglar Bob gets arrested.

10 *NSSS Info* – Just a big advert, really.

12 *Public Exposure* – The latest and greatest.

14 *Retro Review* – Makes another comeback.

15 *Hardware* – Quazar Sampler review.

16 *Post Box* – Kreegah!

17 *The Shop* – The posters are really good, honest.

18 *Next Month / Subscribe!* – Specially for all the buyers at the show, a guide to getting it regularly.

Diary Of A Spectrumite

Due to popular demand, I've decided to ditch my old style quick-hello type editorial for this more substantial Sunday Telegraph-style ramble. Hope you like it.

Most days I check the local newspaper's classified adverts section for any bargains that I may wish to snap up. Unfortunately the items on offer are usually of dubious quality. Reel-to-reel tape recorder in case (in case of what I'm not sure). Child's pram with hood (shame I was after an adult's pram) and so on. On the more computery side there's a vast range of Sega consoles, 386 PCs that "need slight attention" (translates as "It's broken and I'm buggered if I can be bothered fixing it") and a fair few overpriced Spectrums (£50 for a +2 with 30 games? Hah!) to choose from. However, now and again there's an incredible bargain to be had.

A couple of years ago I saw an advert for a SAM with two drives, some software, printer interface and so on for £60! I rang the guy up and went round the following day. He looked a bit like the bassist from The Move, which was quite spooky. I told him of the current SAM and Spectrum scene and why I wanted it. He told me that his son followed his friends and went down the Amiga path and that the SAM had been stuck under the stairs for years, and how he wanted to give it to me for nothing. What? Nothing? Surely this man is mad. I had £50 in my pocket to give him (always barter these things down!) and he wanted to say no, thanks all the same, just take it. "Are you sure?" I asked. Yes, he told me. As long as it was going to a good home, he'd be happy. I managed to force a £10 note on him and made my retreat. Now Mark Bennett has the printer interface, my SAM has the two disk drives (Colin Anderton has my old one), the man who sold me it has £10 and space under the stairs, and I've got a smile on my face.

More recently, at the beginning of August in fact, I saw another bargain not-to-be-missed roll-up-roll-up, much-cheapness advertisement: "Spectrum". I saw. Big deal. "Interface One". It continued. Nice, but useless without a "Microdrive and cartridges". Ooh. "House interface, Software, Interface 2, In/Out interface, ZX Printer, etc." Surely a handsome price was being asked for such a princely purchase. "£30". Wow. I'm having the one, I thought. "Let me get this right," I said to the man on the phone. "£30 for all that?" He assured me that I wasn't in need of an eye test.

Later that night, I went round with my £30. His wife let me in and called her husband, who saved me from the four large dogs that had suddenly taken a keen interest in slobbering on my hands and intently sniffing my genitals. He showed me the Spectrum, complete with Microdrive, ZX Printer, Interface 1 and 2, and cassette recorder all mounted on a board that would have made any early Sinclair advert complete. He told me of how he got it, why he was selling it, what he has done with it... His wife told him to shut up. "Thirty quid, sir? For all this? I'm not even going to barter you down. I think-you will you help me carry this out to the car?"

Once home, I plugged it all in and tried the printer out. What a racket! Lovely silver paper, though. Three rolls of the stuff, too! The Microdrives proved as unreliable as reported thirteen years ago: format errors, files not reading, microdrive not present, constant crashing. About as useful as a Currah Micro-Speech. That's until I set it up with my +2B. I had been using it on a 48k rubber-key Speccy, but once it was hooked up to my newer Spectrum, not one problem. I've been using it for ages now, and there hasn't been one fault, crash, or error. I've got The Artist 2 saved to microdrive cartridge and the mouse interface works fine plugged into the back of the Interface 1. Marvellous. Paperboy and Stop The Express load in a matter of seconds (well, about 10-15 of them, actually) and it even works in +3 BASIC. Marvellous.

Hang on, the phone's ringing. Who? Pamela? Look, I can't tonight. I'm backing up some software to microdrive. Treasure Island Dizzy, if you must know. No. I don't prefer eggs to you, it's just that. Well, if that's how you feel, then I'll find someone who does know how to use the MOVE statement. And good riddance!

My microdrives and I cannot be parted. I'm working on an interface for my Mac so that I can do away with the hard-disk and run the system from microdrives, and I've got Bill (or Gateway to his friends) working on Windows ZX which will run from microdrive for PC users. Sony has abandoned the CD-based Playstation for a microdrive-based Waitstation and the rubber industry has gone on full alert.

So, the moral of my tale? Always check the classified adverts. You never know when a reel-to-reel tape recorder, in case, might come in handy.

Allan

IT'S SHOWTIME!

The Ringleader - Allan lovley Clarkson
The Clowns -
Hardware Review - Mark buzz Bennett
Game On - Robert terrabit Chilton
Public Exposure - Dave mynte Fountain
Freak Show - Daniel all turning nasty Bailey
Gullible Punters - George hilloo Boyle

Write to us at *Crashed, 16 The Avenue, Newton, Leeds, LS15 8JH.*
Call us on *(0113) 232 6726.*
Fax us on *(0113) 237 4349.*

authors. The magazine name, logo, layout (C) 1996 **Crashed Magazine** - [illegible] *Crashed* site, and it be [illegible] press and he [illegible] news [illegible] Crashed [illegible] reproduced [illegible] magazine [illegible] permission [illegible] Chapman.
Please make all cheques/POs payable to ***Crashed Magazine***

This issue [illegible] Leeds [illegible] being my home for eighteen years, although it's a nice place, the next [illegible] Nottingham.

ISSN 1361 [illegible]

stuff

Today's Sesame Street Was Brought To You By The Letter Z

Zodiac's software arm *Zedd Soft* has recently released **Conquest**, a strategy game in the *Civilisation or Settlers* mould. According to Zodiac the game features over 64,000 levels, six races, and full Quazar support. In playing *Conquest* you take control of an army with the intention of attacking nearby races in order to become the most powerful general ever. Which sounds a bit egotistical if you ask me, but there y'go. There's weapons, researchers, wizards, buildings, and so on. Conquest costs a mere £5 and you'll get two disks and a detailed manual with full colour Steven Pick artwork. *(Oh! That's our trick! Ed.)* Could well be worth a look. Expect a review next issue.

JOLLY GOOD SHOW

Yes, as pages 10 and 11 show, the First Northern SAM & Spectrum Show is taking place on the 21st of September in Wetherby, a town between Leeds and York. The doors open at 10.30am and you can walk through them for a mere £1.50 ($1 under 14's, under 5's free), though there's probably a 50p off adult entry voucher or two in the envelope if you've not thrown it away yet. Just about all the SAM exhibitors from the Gloucester shows will be there along with lots of companies who've never been there. There's plenty of Spectrum interest too, with Alchemist, Fountain PD, Impact, Sintech and others turning up. See page 10 for more details. If you go to one show this year, this is the one to be at.

THE RUMOUR MILL

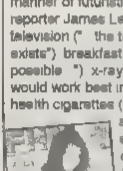
- A little bird tells me that a certain top selling Ocean game is being converted to the SAM as we speak. Don't hold your breath, as it may not be out for a while. But I can say that two top SAM people are working on it. Although I'd hate to burst anybody's bubble, Ocean may not even give the go ahead, but if they don't I'm sure it will come out under a different name.
- Another SAM title in progress is the computer's first beat 'em up. Being worked on by someone with stax of programming talent, it could be good. Again, don't hold your breath for it.
- There's also the possibility of the NSSS show having a few special guests including everybody's favourite inventor and a few others.

Back in The Limelight

Well, our favourite genius Sir Clive Sinclair has been putting himself around a bit recently. He appeared on Channel Four's early morning magazine **The Big Breakfast** on his 56th birthday. Interviewed by Zoe Ball and Keith Chegwin (who constantly referred to Clive as a "loony inventor") Father Sinclair revealed that he's still into electric transport: that he's developing an electric lightweight bike (because "we've got to get the fumes out of towns") and that he was going to a barbecue that evening to celebrate his birthday.

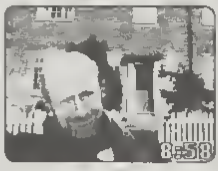
Uncle Clive also pops up in the latest issue of **FHM**, a men's general interest magazine. In their article entitled 'coming up next', Clive gives his opinion on all manner of futuristic gizmos suggested by reporter James Lawrence, including 3-D television ("the technology for it already exists") breakfast beer ("certainly possible") x-ray specs ("maybe this would work best in some kind of club") health cigarettes ("we'll market these!") and a self-destructing android girlfriend ("she could be so much better than a real person that the human race would end up dying out. Still we'd enjoy ourselves in the process.")

Sounds like fun!



Whoa! Totally Mungus, Dude!

Mungus Software's second release, IMPostors, is out now. Similar to a PC game which I've forgotten the name of, you take control of one of four imps, each of which have a special skill (magician, gardener, kamikaze and balloon). The idea is to get all the imps out of the room which they're in. We saw an early version at Gloucester in April, but haven't seen it since. IMPostors costs £6 and is available from Mungus. Review next issue.



And now on The Big Breakfast... our daily competition... C5 Racing!

Simplicus

It's official: the **Crashed Crusaders** Fantasy Football League team are leading by thirteen points. Fred Magazine's *Fantasy Football League* spoof asked people to send in teams of programmers, with points being scored by what they wrote for the magazine. The *Crashed* team stormed into first place after the first round, and haven't lost it since. Here's to the rest of the season.

NEW RELEASES

Revelation Software are releasing the classic *Elite* on the SAM, and **Fred Publishing** will have Graham Burtenshaw's *Spindizzy* ish *Momentum* coming out soon (both out at the Wetherby show).

PRICE RISE

As of this issue the price of a copy of Crashed is £1.50, which is still very reasonable. Subscription price will be £8 for six issues, though, making each sub issue £1.33. Any orders already received will be honoured.

Der Handel Posten

Trading Post, they of many an 8-bit product have now taken on the role of selling German company **Sintech**'s range of software, which includes *Tango & Magic Dice, Kiatiba Noci, Color Draw, Inferno, Orfeus Prometheus, SQ-Tracker* and many more titles. Send an SSAE to trading post for a full price list. Their address is **TRADING POST, VICTORIA ROAD, SHIFNAL, SHROPSHIRE, TF11 8AF. Tel/Fax (01952) 462135.** Lovely.

P

DOWN OR D
Dear Crashe
I must say t
hasn't been
Alchemist/Pr
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Sawbridgew
Hr London

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writing the co
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death threats

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looking forwa

THE POSTIE'S SACK

DOWN OR DON T
Dear Crashed
I must say that since you took over there hasn't been many mentions of the Alchemist/Prism argument. Has it died down or don't you mention it?
It s nice to see Spec Tec Jr making a comeback - you ve got your design quite close to the original It s a shame issue 15 didn't have a Spec Tec column I hope issue 16 will have
Keep up the good work
S. Russell
Sawbridgeworth
Nr. London

Thanks for the kind comments S I m afraid to say that Spec Tec Jr hasn't made it into this issue, either Simon is still writing the columns for us but last issue had the Gloucester special and this issue is a little smaller than usual so he s been squeezed out again. Spec Tec Jr snduld return next issue - but we still need technical or programmy questions on the SAM or the Spectrum so send them in please!
As for the Prism/Alchemist debate we ve stopped mentioning it, cos we got sick of the lawyer s letters and death threats
Ed

I PUNCH OASIS FANS
Dear Allan
Hello there I *thank* you for your fax. I *enclose* a Trading Post advert I *punch* Oasis fans I *slobber* over broken kettles
A-ha! I m not on the database as a writer eh? That would also explain why my name never appears on the contents page Anyway I don't really care about that I DO care about receiving every single lovely issue of Crashed Please do send issue 15 and the Pammy one I'm looking forward to receiving both issues from Trading Post and will be reviewing it within the next month or so I'll also try to send in a lot of hints n' tips cos I've finally got a few
NSSS Yeah, superb idea Have you got Prism to come? That would be a good laugh if they and Alchemist met up I haven't decided whether I'll be able to turn up I certainly hope to But Watford FC are at home on the same day and I've got a season ticket and I love em How are you doing in terms of ticket sales so far I hope it s a blinding success
St John Swainson,
Rickmansworth,
Herts.

Hello there I thank you for your letter I read the Trading Post advert I kick Oasis fans I arm throw away broken kettles
For readers who aren't sure what St. John is going on about in his second paragraph, I should explain St John should have been on the Crashed Database as a writer but because of a mistake which was made probably over a year ago he hasn't had all the issues. It s all been sorted out now though So it will be chips then eh?

CRASHED
16 The Avenue
Manston
Leeds
LS15 8JN

The Microdrive question is there because I bought a Microdrive - see the editorial I think it s great
Please review *Inferno*, it'll look lovely in issue 17 Hints and tips are also welcome, because it'll be all *Jet Set Willy II* if no-one sends any in
Yeah I tried to get Prism and Alchemist to turn up but only Alchemist can come I was looking forward to a good scrap Can't say I didn't try my best for you Watford FC? Dave Fountain says that they're crap and that they'll lose anyway I'll let you in the show for free, too! As for I've only had one this issue - not enough! I'll have to look through all my old cheque books to see exactly how much money I've sent over the years I think we're about equal because there have been several issues that I've not contributed to But will it be chips? We'll have to wait and see
I've been after a Microdrive for bloody ages Is it any good?
I've got Inferno ticket sales I none We're not selling advance tickets The stands have gone like hot cakes, though I hope to have my eyesight intact after the event (but thanks for the comment)

STUCK DOWN MICROBE
Dear All
Please find enclosed my cheque for payment of a subscription of your mag
Q) Which film is this a quote of?
"And for you, son a french poodle!"
"Sorry son the dog was rabid, had to put it down!"
Answers on a stuck down microbe to
Gooo stuff these Pez tablets!
Darren Wileman,
Saturn Software,
Ashby De La Zouch,
Leics

Erm. um ah Would you buy software from this man?
Ed.

ANSWERING MACHINE ANTICS
In this space filler erm I mean special feature are excerpts from some of the more interesting messages on the *Crashed* answering machine

Colin Anderton "Oh crikey You're not in. I could have bought a tin of beans with that ten pence but I'll have to go hungry now You said to ring you Sob"

That s about it There were lots of other messages but they're mainly James Curry or George Boyle telling me that I m not there and that they're going to try and ring me at home/at the office Still took up some space eh?

JUST BECAUSE
Dear Allan
It s me again Sorry I've not written since last December, but things have been busy, what with the opening of *Barbad Wire* and everything I've heard that that loser Sturdy is still moaning about the issue with me on the cover and the one after When will he forget it and get a life? Hasn't he got anything better to do?
Anyway love the idea about the Northern SAM & Spectrum Show - I'll try my best to get there but I think my agent has got me booked in for a photo shoot Whatever it is I'll try to cancel it
Bye for now Tommy sends his regards
Pamela Anderson
Hollywood
America

Yes Pam, I know how you feel At least it's not you he moans at I have to listen to it! I do hope you can make it to the snow. It'll be nice to see you again after so long Must dash I m being interviewed for Breakfast With Frost in ten minutes Say hello to Tommy for me Ed

X-SIGHTS 3

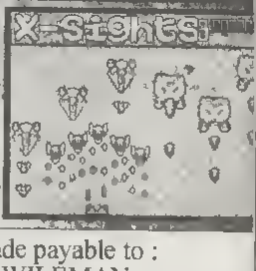
About the game

X SIGHTS 3 IS THE LATEST PIECE OF SOFTWARE FROM THE EVER EXPANDING SOFTWARE HOUSE THAT IS M.D.L SOFTWARE.

THE GAME HAS 1370 LEVELS ALL OF WHICH ARE UNIQUE AND COMPLETELY ORIGINAL

THE GAME IS FULLY COMPATIBLE WITH THE QUAZAR SURROUND SOUND CARD AND ONCE IN OPERATION GIVES THE GAME A WHOLE NEW DIMENSION YOU WILL FEEL LIKE YOU ARE RIGHT IN AMONGST THE ACTION

THE GAME WAS DESIGNED AND PROGRAMMED BY D YOUNG AS WERE ALL OF THE GRAPHICS ADDITIONAL PROGRAMMING HELP WAS BY R CLAYTON THE SURROUND SOUND WAS CREATED BY THE SAME PERSON WHO DESIGNED THE SOUND CARD C PIGGOT THE ARTWORK DESIGNS FOR THE INLAYS AND THE ADVERTS WERE DONE BY D YOUNG AND THE FINAL DESIGNS WERE DONE BY A BRADBURY



Features

1370 LEVELS OF SHOOT EM UP ACTION (1225 NORMAL WAVES OF ALIENS AND 106 GUARDIAN LEVELS, ALL OF WHICH ARE COMPLETELY UNIQUE)
6 DIFFERENT SHIPS, ALL WITH THERE OWN ABILITIES
PASSWORD SYSTEM, SO YOU CAN STARTE OFF JUST WHERE YOU FINISHED
FULL QUAZAR SURROUND SOUND THROUGHOUT THE ENTIRE GAME
FULL SCADS SOUND FX FOR NON QUAZAR USER.
SAMPLED SPEECH AND FX
EXCELLENT GRAPHICS AND TREMENDOUS SPRITE ANIMATIONS
MANY POWER UPS INCLUDING ROUNDS OF AMMO LIFES SMARTBOMBS AND MANY MORE
FULL INTRO AND COMPLETION DEMOS
BASICLY THE LARGEST GAME FOR THE SAM COUPE BY FAR.

Pricing

X SIGHTS 3 COSTS JUST £12.99 AND FROM NOW UNTIL THE END OF THE GLOUCESTERSHIRE SHOW IS BEING PACKAGED WITH RE RELEASED VERSIONS OF X SIGHTS 1 AND X SIGHTS 2 ABSOLUTLY FREE!

X SIGHTS 3 WILL ALSO BE SUPPLIED WITH FULL COLOUR ARTWORK AND A FULL COLOUR DISK LABEL

Only £12.99!

Cheques/Postal Orders made payable to :
DARREN WILEMAN.

Saturn Software
5 Ivanhoe Drive
Westfields
Ashby De La Zouch
Leicestershire
LE65 2LT
England

Looking On... Kaboom!

Preview by Allan Clarkson

Well well well what have we here Blow me if it s not **Super Bomberman** (TM) on the SAM! And blow me again if it s not really promising! And keep blowing me till you re blue in the face if it's better than the SNES version in some ways!

That s alright you can stop blowing now Stop it! Anyway as you ve probably guessed the game known popularly amongst console users as *Super Bomberman* is coming to the SAM, courtesy of Wayne Coles and Fred Publishing

I ve got a demo of the game with four levels on it and I can tell you that it's going to be pretty good The graphics are dreamy and are worthy of a 16-bit console the little guys on the screen run like the clappers and the bomb animation is very nice

Unfortunately the in-game music isn't done yet so I can't tell you how it sounds These programmers eh?

The whole thing is done very much in the Japanese video game-style of the original which keeps it authentic though perhaps a little irritating I never did like those Japanese cartoons They always look so weird y know It s still fun to play even though my version only has two players

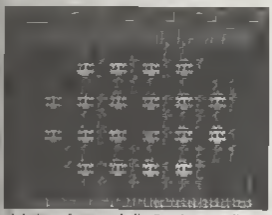
The idea of the game is to be the last Japanese-looking character standing in the maze-type field To do this you place bombs on the ground which explode a few seconds later sending out four fiery flames of death Anyone caught in this path will be killed an any walls will be destroyed Of course you can be killed by your own bombs so it s best to keep a safe distance just like at bonfire night. There s lots of power-ups, ranging from funny bombs with spinny things on top (I ve no user guide) to extra speed etc

Wayne sent me this SAM SNES comparison chart with the letter he sent Here it is (with a few additions of my own)

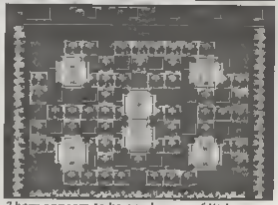
Feature	SNES	SAM
No of players	4	5
No of zones	14	Over 20
Timer	2 mins	Selectable
Sound	Music/FX	Selectable
Teleports	Yes	Yes
Storage	1 Cart	2 Disks
Stupid Name	Yes	No
Blue Feet	No	Yes
Manic Miner	No	Yes (2)

There y go then. The SAM's brilliant - and that's official

To sum up **Kaboom! Battle Valley** (as it insists on being called) looks very promising And with a great coding team behind it, how can it fail to be good?



Ooh It is of scares skulls But there s still a distinct absence of little guys in beheets with bombs. Perhaps there s a shortage of them at the moment.



There appears to be an absence of little guys with bombs on these screenshots. Um, perhaps they've popped out for a fag or something

A Chat With Our Man Wayne

Why a Super Bomberman clone? "Well, it's a really good game, so On the SAM you don't really get many multi-player games, because of the keyboard clash, so I though it would be really interesting to do a five-player game on the SAM, to push it as fast as it could go "

How did you design it? Did you look at the SNES version? "Yeah, that's basically what I did I had a SNES and Bomberman, and I really liked it There had been attempts at it on the SAM before but they don't come close to the original "

What do you think of it in comparison to the SNES version? "Erm it's pretty close but there were a couple of things which I had to miss out, such as bomb-punching and kicking, but that's basically because of processor time required. The presentation, though, is at least as good, if not better "

Who came up with the name? "Nick Bay did I couldn't think of a name, so he said "What about Kaboom?", so I said okay And that was it."

Future projects? "Loads. Next year you should see quite a few games coming out from me " **Could you be more specific?** "Early next year there'll be a beat-em-up, then a racing game then possibly a platform game We also want to do a role-playing game the *Legend Of Zelda* I've already got the graphics for it, but it's such a big game that it won't be out until the very end of next year, maybe even 1998 The role-playing playing game will scroll, too. I've been working of a scroll routine which will allow almost full-screen scrolling."

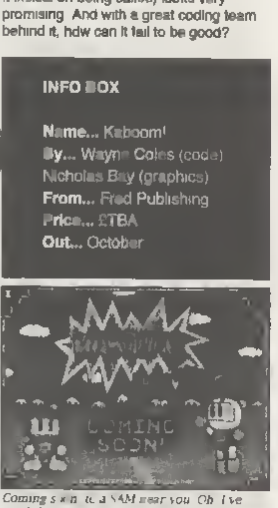
./Favourite yoghurt? "Strawberry" **Custard-style or regular?** "Regular"

Any last words? "Look out for my games, they'll blow the rest away."

Bilbary. Thanks, Wayne.

INFO BOX

Name... Kaboom!
By... Wayne Coles (code)
Nicholas Bay (graphics)
From... Fred Publishing
Price... £TBA
Out... October



Coming s oon to a SAM near you Oh I've used that one haven't I? Well I've got a bit of a box to fill up so erm Weather, eh? What a lot we've been having recently Yes.

Game On

Aaand now, after a bit of break, *Game On* returns wi our resident Brummy Robe Chilton at the helm. This mont Robert has a Jet Set Wil special, to go with last issue covertape. Take it away, Rob...

This month's **Game On** is dedicated to last issue s covertape extravorganza or JSW games Having fun playing them again? Getting lost and stomped on by the nasty sprites? Well help is at hand For those of you wanting to cheat your way through JSW, here is a program that will work with the *Crashed* version of the game. Type in for hours of fun

Jet Set Willy (1)

```
10 CLEAR 32000
20 LOAD "" CODE
30 REM * PUT POKES IN HERE *
40 PRINT USR 33792
```

Type in the program RUN it and play the JSW tape (the BASIC loader will be ignored) Here s a selection of POKEs to place on line 30

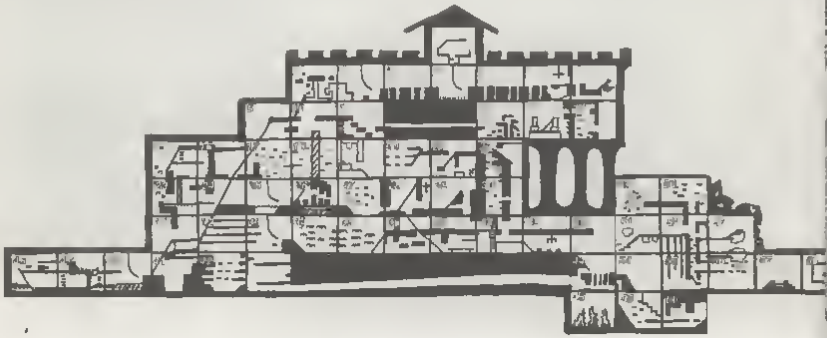
```
POKE 35899,0  -  INFINITE LIVES
POKE 36477,1  -  FALL WITHOUT
                 DYING
POKE 37874,0  -  ALL OBJECTS
                 COLLECTED WHEN
                 YOU ENTER ROOM
POKE 35123,0  -  GETS RID OF
   ALL
                 THE NASTIES
POKE 37925,0  -  LOSE MARIA
```

That lot should keep you happy for a bit.

To help all you lost types out there here's a map to help you find your way around Willy's mansion The map shows all the rooms - you just have to figure out how to collect all the goodies and dodge the baddies Here s a list of the room names and numbers.

1) Watchtower
2) Nomen Luni
3) On The Roof
4) Up On The Battlements
5) We Must Perform A Quirkafleeg
6) I m Sure I've Seen This Before
7) Rescue Esmereldа
8) On Top Of The House
9) Conservatory Roof
10) Under The Roof
11) The Attic
12) Dr Jones Will Never Believe This
13) Emergency Generator
14) Priest's Hole
15) Above The West Bedroom
16) West Wing Roof
17) Orangery
18) A Bit Of Tree
19) Bedroom
20) Top Landing
21) Bathroom (**Start**)
22) Halfway Up
23) West Bedroom
24) West Wing
25) Swimming Pool
26) Banyan Tree
27) Nightmare Room
28) First Landing
29) The Chapel
30) East Wall Base
31) Back Door
32) Back Stairway
33) Cold Store
34) West Of Kitchen
35) Kitchen
36) To The Kitchen / Main Stairway
37) Ballroom West
38) Ballroom East
39) The Hall
40) Front Door
41) Toolshed
42) Wine Cellar
43) Forgotten Abbey
44) Security Guard
45) Entrance To Hades
46) Bow
47) Yacht
48) The Beach
49) Out On A Limb
50) Treetop
51) A Branch Over The Drive
52) Inside The Megatrunk
53) Cuckoo's Nest
54) The Onve
55) At The Foot Of The Megatree
56) Under The Megatree
57) The Bridge
58) Off Licence
59) Under The Onve
60) Tree Root

Next time we should have a map en details of *Jet Set Willy 2* for you to peruse, as well as some other hints and tips Send any pokes, cheats, maps, etc which you want to share with the nation to Game On, Creshad, 16 The Avenue, Manston, Leeds, LS15 8JN.



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Burglar Bob

BY Jupiter Software
PRICE £4.00
AVAILABLE FROM Jupiter Software - address in Post Box
OUT Now

Review by Allan Clarkson

Bob really was an utterly crap burglar. For a start he chose an old castle full of worms. A bit of a crap place to burgle if you ask me

An incredibly simple but really quite logical plot to this one steal You control the game s namesake, Burglar *Bob* who is in a house which he has to, you guessed it, burgle Simplessement, non?

The house is littered with diamond rings, candelabras, large gems and other priceless objects a number of which you must collect to complete the level Which is rather odd, as any sane burglar would be looking for the VCR and surround-sound amplifier, and then jump out the window wouldn't they?

To help you get about, there s lifts which go up and down lifts which go left and right, lifts which do both and lifts which move diagonally So a lift fanatic s dream, then

There s lots of dangers around the house which mainly come in the form of the householder's rather unusual pets, which seem largely to be worms and vampire bats Hardly the sort of pet you'd have curl up on your lap while you watch TV but there y go You can kill these by jumping on them though they return if you leave the room then go back There s also security guards who happen to be really crap at guarding things For a start they're short sighted, and don t even see you until they re really close

To complete each level you'll need to find a key to open the end-of-level door then find the end of level door You also need to collect enough booty - too much and the alarm will be raised as well if if you kill too many pets To top it all, there's a time limit which is quite constricting Pah

If you like Jet Set Willy then you'll probably like *Burglar Bob* Although the sprites are much bigger, the rooms less imaginative and the meanies less interesting, it's basically the same thing Lifts, goodies to collect, baddies to avoid, and so on

The graphics are quite nice and largely well drawn and animated, although some of the pets are a bit dodgy There s a nice egyptian style backdrop on the first two levels which makes the screen much nicer to look at then a plain black background The lifts work well, and they carry you along rather than insisting you walk along with them (a la *Dizzy*) The main sprite moves very well although when you stop it stays in the current frame of the animation rather than displaying a standing frame which can look odd

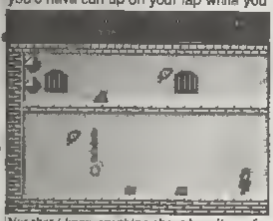
The sound, however, is non-existent *Quazar Surround* effects are promised in a future version but considering that most SAM owners don't have access to this miracle-in-a-box, it's a bit of an empty promise Not even a beep or a buzz passes through the speakers during *Burglar Bob* Which makes the sound score only slightly better than that stupid piano chord rave tune I keep hearing every time I go out to town

The presentation of *Burglar Bob* is largely non-existent There s no loading screen, no intro, and only a badly-drawn 'you die' screen for when it s Game Over However, this sort of thing doesn't really affect the gameplay but just looks a bit tacky when friends come over to attempt to play games which prove far too difficult for them to master (or is it just my friends who can't grasp to fundamentals of a diagonal jump?)

However, the actual game is quite enjoyable and I found myself wanting to load it up and play There's four levels to play through, and there s an incentive to see the next one The scenery changes half-way through too

So, *Burglar Bob* is quite nice though it's got a few rough edges which could do with a smoothing down It's only four quid though, so it's well worth sending off for

Allen's Score - 72



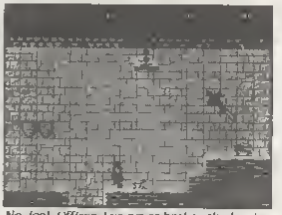
Not that I know anything about burgling of course. I've never even nicked so much as a Mojo chew

LOOKS 76
FEELS - 72
SOUNDS - 0

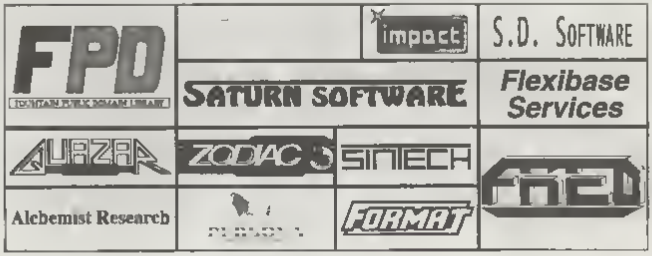
FINAL SCORE - 69

MARK

Burglar Bob is another game written by Jupiter Software using the SCADS development system The presentation is absolute minimum with only one main selection screen and no music at all The graphics are nicely drawn and the animation such as Bob walking is quite good The nasties just disappear when you jump on them to kill them, though which looks a bit crap There are, however, a couple of things which let the game down, the most noticeable being the distinct lack of sound (the Quazar version isn't out yet) and the annoying feature of the nasties returning if you return to a room where you've previously killed them Taking all this into account, it's a fair game but could have been much better for sound chip-only users.



No, look Officer I've never broken the law in my life! I'm writing to my MP about this I don't have to put up with shoddy treatment.



Who will you meet at the first Northern SAM & Spectrum Show?

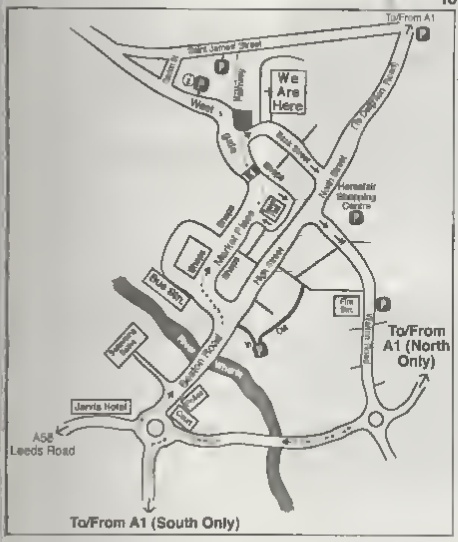
Just about everyone by the look of things Most major SAM and Spectrum companies will be there, including **Alchemist Research, Format Publications, Fountain PD, Fred Publishing, Persona, Crashed...** and many more! This show is a must for any SAM or Spectrum owner who wants to see the scene at first hand There'll be exclusive new releases, special offers on software and hardware opportunities to see works in progress, and some *very* special guests have been invited

So don't miss out Be there on the 21st September 1996

For more details call Allan or Daniel on **(0113) 237 4800**
or fax **(0113) 237 4349**

Or send an SSAE to **NSSS, 123 Potternewton Lane, Chapel Allerton, Leeds, LS7 3LW.**

By car: Follow the A1 towards Leeds Coming from the North, take the last exit to Wetherby, which is also signposted for the A58 to Leeds. Turn right at the junction, then you'll find yourself at the bottom-right-hand roundabout on the map below. Coming from the South, take the first exit to Wetherby, then you'll find yourself at the bottom-left-hand roundabout on the map below.



Take the top exit of the left-hand side roundabout, go over the bridge, then turn left. Follow the road round right then left, then take the first right after the pedestrian crossing. The hall is on your left.

Parking:
- Turn right after the bridge (200 spaces, free)
- Go straight ahead after the bridge, and park in the Horsefair Shopping Centre car park further up on the right.
- Take the second right after the pedestrian crossing (after the church)
- Take the third right after the crossing, then right again. There's a car park further down on the right

Public Transport: Some National Express coaches run to Wetherby. Call them on 0990 808080 for details. Trains, National Express and other coaches run to Leeds, York and Harrogate, all of which are close by. From Leeds, take either the 99 or 98 (from across City Square, which is outside the train station), or the 760 (from the bus and coach station). Both run every half hour. Local transport offices are in both the train and bus/coach stations.

In Wetherby, you'll end up at the bus station, which is just above the left-hand side of the river on the map. Turn left when leaving the station, walk across the pedestrian crossing, then turn right down Bank Street.

Entry is £1.50 for adults, £1 for under 14's, under 5's are free.

NSSS
The Northern SAM & Spectrum Show

PUBLIC EXPOSURE

WHAT'S PD? *By Hoosh R Lapham*

Public Domain software is literally software written by the public for the public slopping all the bullshine of the capitalistic empire we live in (so there). It can also be software that used to be commercial but the author out decided to flog it from the dusty shelf to be enjoyed by anybody who wants it. Standing alongside we have Freeware (who used to be the dog in *Hart To Hart*) and Shareware (a hatchbird program where you have to cough up the all the missing good bits).

The idea of PD was started by some free-wheeling hippies in the States, and the all idealistic attitudes, it has been tweaked, diluted, honed and abused by just about everybody since.

PD Libraries are the supermarkets for you to browse around in, as they do all the hard work gathering the programs together from the four corners of the globe. Just like girls, some libraries are bigger/cheaper than others, so check there all out first for the best deal. A couple of orders soon and you'll soon realise who is on the ball.

The software is and should be free but libraries do make a reasonal (or in some cases ex-torionate) charge to cover the cost of printing catalogues, electricity bills, cost of social still and having to answer the phone to twits. Libraries run as a business and to give the worst deal for the and user, and that's you and me.

The software available runs from simple BASIC programs to sound and graphic demos coming in at Megabytes. With no major commercial games having been released for the Speccy since 1993, demos make the majority of new releases. A good library will have up to 3000 programs in stock so again, shop around for the big boys.

Demos can be what they say: demonstrations of what a computer can do that nobody thought it could do, usually they are just open letters to other enthusiasts seeking contact, etc. The PD network is worldwide, so a demo written in Poznan that is more than likely going to turn up in Argentina given time. They can be awe-inspiring, funny, rude, stimulating or none of the above.

Utility software is essential if you chase your computer to do something that you can't program yourself. Odds are that there is a program out there that you'll find priceless, a program that was never released commercially out is there for the taking. And if it doesn't exist someone will probably write it for you. PD programs are usually very easy to customise for your own needs and will improve your own programming skills than the bargain.

PD software is the very life-force of the Spectrum (the SAM is still 'banned' with a capitalistic finger) so what are you waiting for? Check out the addresses on the Post Box page and fill your boots for pennies.

SORRY - Exodus Team
Ah now that s nice A demo crew apologising for not doing what they said they would These guys must have one hell of a code compressor cos for 40-odd kilobytes you get three digi-tunes in the Happy Hardcore vibe and a dancing handkerchief (well, what would you call it?) From now on Exodus wish to be known as CLAW and only they know why because the W is a bugger to draw on the Spectrum Best crew on the scene still so check this out.

JESUS ON E'S - LSO and Rebel
It s all very well curing cripples and making people feel guilty about wanking. The Amiga is a good computer for playing glorified Speccy games on and nicking the

And now Crashed proudly presents the Black Hole, on stage at the West Yorkshire Playhouse!

graphics off like Rebel has done here Jesus is the world s biggest bastard and that s a fact *(though a rather controversial one Ed)* You can look at this for hours and not get bored there s not that much to it but what is there is rather striking On one!

GALAXY 3 - Flashsoft
The floodgates have been opened and here come all those Bomes from Latvia Belorus Ukraine and Russia They have Spectrums called Pentagons with Beta disc drives and will thrill us for the next two years as we swop Levis fo. Lithuanian porno (well I will be anyway) The demo scene needed a big shot in the arm and here it is right on cue Soon to be known as Flash Sod

In association with

FPD
FOUNTAIN PUBLIC DOMAIN LIBRA

Here's Oava Fountain with beat of the past few mont Spectrum PD releases. SAM correspondent wanted, ples apply to the usual address...

It was a Bratwurst, but the recei from the shop had It labelled as Bockwurst. They laughed for hou

ANIMATED SEX CARTOON - unknot
Samantha has problem, she always tink bout zex This is disc only due to the way it uses screen$ and the lazy bastar et PD libraries who hate saving endless screen$ files You don't get Marvel com art-work, but it is funny (once) Lots of fruit vegetables and large comedy savaloy

SKELETON DANCE - CIR and WOM
Ronseal wood stain it does exactly wha it says on the tin CIR had long since deserted the Spectrum scene when the good family Womo finished an old piece of animation code off a grubby disc and made it work to music This is funny at least twice so its better than the other one but not quite as funny a seeing a goth get his cloak caught in the doors o tube train like I did last week

Marcia had the whitest skin in th land, and it was so smooth it made her nose look all flat. Pah.

Ooo-eee-oo
pac ey m
Daaa-ooo-a

MUNCHKIN
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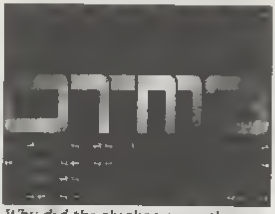
Ooo-eee- ooo- aaa- ooo (and other spac-ey music) waaaoooeeeee! Daaa- ooo- aaa, etc etc

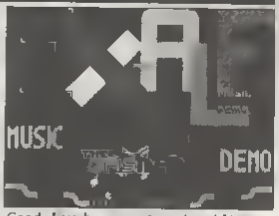
MUNCHKIN SLIDESHOW - Fudgepacker
A refreshing change from the bog standard bimbo dig-shows Munchkins are cubes elfin-like gamine adrogenous humans who stir your pantel area with their devious charms and winsome ways But Paul Howard says it a just a load of geeky looking girls without their tits out so fake your pick

ECSTACY MEGADEMO - Dream Makers
And mega is what you *get* for once 15 separate loads 54 files worth of mega in fact As these ex-USSR Spectrums are made out of hair dryers wind-up false teeth and Pez dispensers the timing goes out in some parts on our 128k ers but the quality shines through like the proverbial diamond in a bucket of turds Beedy eyes should focus now on the Makers as when they sort the programming out they will be top three contenders

ONE TOO MANY 3 - Extacy 3 Yolpa Bros.
The finest that the UK can manage return from what seems like a silence of eight months and two weeks Bogie has moved again but that s another story We resume with the Bristolians still coming to terms with the anally retentive period and what seems to be the script to the never



Why did the chicken cross the road? I've no idea. Probably a bit of grain there, or something.



Good I've been waiting for Alt to be killed off for years Any chance of getting rid of Ailsa, too?

completed movie Carry On Up The Arse Stimulating sound as ever but a new joke is needed

EXALF - The Gasmen
This could have been a homage to the great working class anti-hero Sir Alf but Mr Gas has decided to thrill us all with modem rendition of Axel F For this I hope you will all join me on a march to his house with torches aflame and for the guilty to be seen to with a potato peeler upon his private parts his entrails slung from lamp-posts like paper chains and to administer a ruddy good punch to his chin *(You're not too keen on this one? - Ed)*

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BEWARE OF EXPENSIVE IMITATIONS

retro review

Hello, Allen here. This issue's *Retro Review* seems to have a somewhat silky feel to it, due to robert choosing to review three games based on bikes. So I've had to follow suit and review some bike based games too. Tsk, sh? If you don't have any particular interest in bikes then blame Robert for this.

Eddie Kidd Jump Challenge / Mertech (1984)

Robert: Now this is what I wanted - stunt biking. The real macoy. The game begins with you pedalling your little legs off on a BMX then flying up a ramp and over a line of barrels to qualify. Dead easy. But then comes the motorbike-jumping-over-cars-bit, which takes lots of patience and skill. After several hours of becoming a crumpled mess and waving to the crowd (to show that you're alright) you'll manage to get it right and then another car is added on. I once managed 24. y'know. After this feat I promised never to play it again and I didn't until now, and it's brought back all those nightmares from 1984 to haunt me. Although it's difficult to master it's a good game with no annoying noises and functional graphics. If you can concentrate for long periods then this game is for you. Oh and play it using a rubber keyed Speccy - it's easier to master.

SCORE - 75

Milk Race / Mastertronic (1987)

Robert: Bmain's answer to the Tour De France but with the added novelty of watching bottles of milk ride racing bikes.

Joe tried his hardest to overtake the car but soon realised that he was on the wrong side of the road and was just about to hit a lorry.

The game begins with a map of the route which you're going to take. There's 13 stages in all and the basic plan for all is change gear, dodge riders, avoid cars. Oh and don't forget your milk - not for nighty nights but for energy. There's conveniently-placed bottles of milk placed on the side of the road which is handy. However none of them dance like they do in the advert. Tsk. When you crash (and you will) the team car appears - it's an Astra GTE Cabriolet (the programmer must have been a yuppie) - chucks you a new bike and while posing to the crowd runs you over.

This game is too repetetive to be addictive and it doesn't give you the feel of riding in the Peloton. Though for £1.99 what more could you ask for? Tour De Force was £8 more expensive and pretty much the same as this.

SCORE - 60

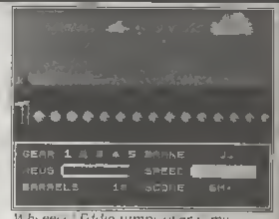
Clumsy Colin Action Biker / Mastertronic/KP Crisps (1987, probably)

Allen: This game was given away free with KP Skips if you collected enough tokens and sent off for it (which I never did). It's based around Clumsy Colin, who was the character who adorned advertisements for the product and the packets themselves.

The game takes absolutely ages to load, but this isn't because it's a massively brilliant game or anything. It's because there's about ten different loading screens, each advertising a KP or Mastertronic product. Crap or what?

The game itself takes place in a rather overcrowded town, where Colin has to complete tasks to finish the game, which I recall involves collecting crisp packets. You can run out of fuel, skid on oil and fall into many other hazards. The oddest part is the "dark area" of town which is basically a black part of the map which you can't see (unless you've collected the torch, quelle surprise).

It's quite boring really, which is a shame. But what do you expect for ten tokens? The Commodore 64 version is much better, mainly due to the fact that it is completely different to the Spectrum version. It's an isometric 3D affair with ramps and stunt courses and things. It's not brilliant, but kicks the ass of the Speccy version.



Whereee' Eddie jumps over 5 me barrels but his revs count is right down will he make it? Who cares'

Action biker indeed. I've seen more action watching the test card. Pah.

SCORE - 48

Wheelie / Microsphere (1983)

Allen: This was one of the first games I ever bought because the packaging showed motorbikes jumping over buses. Yes this is what I want - stunt biking *(again? -Ed)*. I do a bit of that in the real world and in Speciand I won't get bits of me broken. So I gave the man my money and pedalled home to play, popping wheelies down the high street to get into the mood for playing. I got home, loaded it up and - wait a minute. This isn't stunt biking, it's an arcade platformy thing but on a motorbike. Pah.

There is a plot of sorts. Ride from one side of the map to the other dodging hedgehogs, jumping buses and catching tyres (to get a higher score). A lot of skill is needed to get to the end screen, where you find another biker who shouts "Nah-na-na-nes-nan, race you back girlie" (or something similar).

So you take the challenge and race the biker back to the start, which would be fine apart from the fact that you have to remember the awkward route back whilst the Ghostrider (as the blurb calls him) whistles on his merry way and two finger salutes you as he rides through walls. In fact he cheats that much that you'll swear back at him as you pull the plug.

SCORE - 70

Leave the tape running my liege. The dawn of Ragnorath is upon us, and the gods of the sky will revenge us if ye tape is stopped. Forsooth 'ye Wheelie loading screen 'tis patronising

Quazar Sampler

BY Colin Piggot
PRICE £29.99
AVAILABLE FROM Colin Piggot - address in Post Box
OUT Now

Review by Mark Bennett

The Hardware

This piece of hardware is what every Quazar owner out there has been waiting for since the Quazar Surround Sound card came out last Summer People speculated as for what the 25-pin socket on it s side would be used for, and it is here that the aptly named Quazar Surround Sampler Module (QSSM) is attached to complete the Quazar Surround hardware

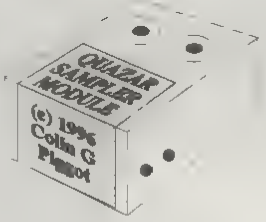
The Module is a very neat compact white metal box a little larger then a matchbox. On the left hand side of the box is the all important connecting 25 pin plug, on the top are two phono sockets for stereo audio input, and on the right hand side of the box are two screws which control the calibration of the signals from your sound source, thus allowing for optimum audio input.

The QSSM will only (as yet) work with the "free" **Sampler Software Utility Disc** *(catchy title -Ed)* which will be delved into later The QSSM has been designed to sample audio at a maximum of 8 bits and at the moment can sample at a frequency of either 7800Hz or 15600Hz You might be asking (well I did) why does the QSSM sample at only 8 bits when the Quazar Sound card can play back at 16 bit stereo? There are two main reasons why this is so the first being that to produce a sampler that is capable of 16 bit stereo would have cost in the region of £70-£80 and the second reason is that sampling at 16 bits the memory is taken up very quickly (you would be looking at only around 3-6 seconds taking up 360k) Besides sounds that are sampled at 8 Bits 15600Hz sound as good as a CD player anyway So, it's possible to record 24 seconds worth of CDquality (15600Hz) mono or 12 seconbs stereo taking up 360K

The Software

The Sampler Software Utility Disc contains two pieces of software - the **Sampler Suite** and version 2 2 of the **Quazar Surround Sample Players.**

What we are interested in at the moment is the Sample Suite and what it enables you to do with the QSSM The program allows you select between mono or stereo inputs toggle between 7800Hz and 15600Hz for recording audio input. To ensure best quality audio input as possible a sound source that has a good volume a graphic equaliser should be used, so you can play with the audio frequencies to obtain a signal that you are happy with Also if your sound source only has a stereo jack output you will require a lead with twin phono sockets at one end and the stereo jack at the other (these cost about £2-3 from Tandy, etc)



Artist's Impression of the Quazar Sampler Module Have you seen him in the area? Perhaps he's tried to sell you something. Call Crimewatch UK on .

Right, on with the program itself You are presented with the main screen which shows the various options that are available These include the frequency toggle and stereo/mono toggle options the record, play-back and save options, and the calibrate option A nice touch is that if you have the sound source attached with nothing playing and have selected the calibrate option then background screen goes green (or should, anyway) The brighter the green, the better the input calibration It also has a built in volume sensor so if your audio input is set to too loud then the background screen shows red and blue lines, and if the screen shows a lot of bright green lines then the sound is too quiet. Once you have selected the sound input the volume, which sampling settings you want and most importantly what to sample, it's time to press the R button and see what happens Due to the normal SAM only having 512K (the 1MEG RAM packs are not supported) the longest sample you can hope to get is 48 seconds at 7800Hz Mono, and although this is the lowest sound resolution the resulting recorded sample can still sound very good if the audio input has been passed through a graphics equaliser beforehand The best quality is at 15600Hz Stereo and returns 12 seconds of sampled sound, though selecting Mono sounds more or less the same and you get a nice 24 seconds of CD quality playback. You can of course, stop the recording at any time, and pressing "P" will play back the sample If you are satisfied with what you have, you can save the sample to disc A nice thing about this utility is that you can hear the audio input even if you are not recording so you can find the part that you want to sample without unplugging your CD or tape player This is because the unit is sampling all the time and in a future version it should be possible to play around with the audio as it plays through

If you enjoy using your SAM to play about with sound and music, then the Sampler Module is ideal for you It's even better for someone who can program games and wants to include better sound effects Using the sample players written by Colin, it is reasonably easy to include any sampled speech or sound effects into your own programs Even if you are only going to use the module and your SAM mainly as a hobby it is nice to be able to add this extra dimension to your computing enjoyment, and at the same time have some fun seeing what you can do to your favourite song

Final Verdict

The **QSSM** is an ideal piece of hardware both for the hobbyist as well as the more professional coder, especially when used with the **Quazar Studio** editing suite It's very easy to produce decent results first time, and with a bit of practice and patience you can get some very impressive samples The QSSM is very easy to use and at only £29 99 is very good value for money, especially considering the possibilities

Software houses / suppliers

Ace Software/Alan Cresswell (Spec) 18 West St, Geddington Northants NN14 1BD
Adventure Workshop (Spec Adventures) - 28 Grasmere Rd Royton, Oldham, Lancs OL2 6SR Tel 0161 652 7665
Atomik Software (SAM) - 20 Grove Road, Hoylake, Wirral Merseyside L47 2DT
Betasoft (SAM) 64 Wyche Ave, Kings Heath Birmingham B14 6LQ
Brendan O Brien (Spec) 22 Gamin Cr Larne Co Antrim, N Ireland, BT40 2AT
Capri Marketing (Spec) 8 Dean St, Marlow Bucks, SL7 3AA Tel. 01628 891022
Dreamworld (Spec adventures) 10 Medhurst Cl Gravesend Kent, DA12 4HL
Elysium Software (SAM adventures) 50 Chadswell Hgts Lichfield Staffs WS13 6BH
Everglade (Spec) - 66 Telford St, Inverness, Scotland IV3 5LS Tel 01463 240 168
F9 Software (SAM) 16 Mill Lane Glenburn Rd, Skelmersdale Lancs WN8 6RH Tel 01695 731168
Fish (Spec) 3 Station Rd High Vale, Stockport, Cheshire SK12 5BP Tel. 01663 743397
Flexibase Software (Spec/SAM) 20 The Parklands Droitwich, Worcs WR9 7DG
Fred Publishing (SAM) - 40 Raunylhill, Monifieth, Dundee DD5 4RZ Tel 01382 535 665
Grafix Wizards/Jonathan Cauldwell (Spec) 5 Helmsley Dr Eastwood, Notts NG10 3RS
Impact Software (Spec) 26 Budges Rd Wokingham, Berkshire RG40 1PJ Tel 01734 891262
JRC Distribution (Spec) Tel 01788 490307
Jupiter Software (SAM) 2 Oswald Rd, Rushden Northants. NN10 0LE
Kokenhecott (Spec/SAM) - Pinetowd View, Hulme Lane Hulme, Stoke ST3 5BH Tel 01782 306344
MDL Software (SAM) - Holmrigg, Wester Essendy Blairgowrie Perthshire PH10 6RD
Microspec Software (Spec) 22 Bend St, Innerleithen Perthshire Scotland EH44 6HW Tel 01896 830580
Mungual Software (SAM) Moorview Leigh Rd Chulmleigh N Devon EX18 7BL
Persona (SAM) 31 Ashwood Drive Brandlesholme Bury Lancs, BL8 1HF Tel. 0161 797 0851
RDS Software (Spec) 24 Chelsea Park, Easton Bristol, BS5 6AG - Tel. 01227 696064
Revelation Software (SAM) 62 Burkitt Lane, Exeter EX4 1JS
SD Software (Spec/SAM) 70 Rainhill Rd Barnoldswick, Lancs, BB8 6AS
Sintech (Spec) see Spectrum User Group for address
Spectrum Software Hire, 58 Dursley Rd, Trowbridge Wilts, BA14 0NW Tel. 01225 775446
Steve s Software (SAM) - 7 Marrow Cl, Histon, Cambridge CB4 4DX Tel. 01223 235 150
Supplement Software (SAM) 37 Parker St, Bloxwich Walsall WS3 2LE Tel 01922 406 239
Tasman Software (Spec) Hilton Court, 2 North Hill Road, Leeds, LS8 2YY
Wizard Games (Spec) 1 North Marine Rd Scarborough, North Yorks YO12 7EY Tel 01723 376 586
Zenobi (Spec adventures) 26 Spotland Tops, Cutgate Rochdale, Lancs OL12 7NX

PD software

Alchemist PD (Spec) - 120 Hayward Rd Redfield Bristol, BS5 9QA
Fountain PD (Spec) 11 Carrel Rd, Silverdown London, E18 2DE
Hammer PD (Spec) 43 Gwydir St, Toxteth Liverpool L8 3TJ Tel. 01517 289084
MDL (Spec) 249 Dunkerton Rd Old Kilpatrick Glasgow G60 5NQ
Prism PD (Spec) 13 Rindney Cl Bilton Rugby CV22 7HJ Tel. 01788 817473
SAM PD (SAM) - see F9 software above for address
Worms PD (Spec) Ernestrasse 33 D- 51065 Koln, Germany
Zedd- PD (SAM) see Zodiac fanzine for address

Newsmags / zines address

BG Services (Spec/SAM) 64 Roebuck Rd Chessington, Surrey KT9 1JX Tel 0181 3670 783
Chris Box (address 3.5" +3 drives) 31 Stanley St, Semilong, Northampton NN2 6DD
Colin Piggott (SAM) 204 Lamond Drive St. Andrews, Fife KY15 8NR
Datel Electronics (Spec) Govan Rd Fenton Stoke- on- Trent, ST4 2RS Tel. 01782 744 707
DCP Micro- Developments Ltd Eldon House Bow Street, Great Ellingham Attleborough Norfolk, NR17 1JB Tel 01953 457800
EEC (Sinclair) - 6 Ravensmead Chalfont St. Peter Bucks, SL9 0HB - Tel 01494 873131
Entropy/Rockstar (SAM) 1 Dovap Close, Astley Tyldesley Manchester M29 7NP Tel 01942 886084
Greenweld Electronic Components, 27 Park Rd, Southampton SO15 2UQ Tel 01703 230363
Romantic Robot (Spec) 54 Deansbrook Avenue, London, NW9 9BN - Tel. 0181 200 6870
SD Software (SAM) see software houses for address
SRS (second-hand computers including Spectrums Spectra? Sod it.) 64 The Parade Watford Herts WD1 2AW Tel 01923 226402
West Coast Computers (SAMs and accessories) Forrest Publications 34 Bourton Rd Gloucester GL4 0LE - Tel 01452 412572

Spares and repairs

City Computer Services, Units 4- 8 Adderly Estate 197 Adderly Rd, Saltley B'ham B8 Tel. 0121 327 3176
Electronic Services (Spectrum repairs) 33 City Arcade Coventry CV1 3HX Tel 01203 224632
Heath Computers (Spectrum repairs) Unit 8, Speedwell Trading Estate Kings Road, Tyseley Birmingham, B11 3AT Tel. 0121 708 1200
HEC (Spectrum repairs) 47-8 Hindley Street, Leigh, Lancs Tel 01942 672424
HS Computer Services Unit 2, The Orchard, Warton Lancs, PR4 1BE - Tel 01772 632963
Infotech 8 Stree (repairs/service manuals £15 for the Speccy) 75 Church Street, Larkhall Lanarkshire ML9 1HE Tel 01698 883334 / 884044
JRC Camera Repairs, 2 Forge Cottage High St, Ewelme OX10 6HQ Tel. 01491 834403
KPR Micro-systems (Spectrum repairs) Springfield, Chelmsford, Essex, CM1 5YP Tel. 01245 466554
Trading Post, Victoria Rd, Shifnal Shropshire TF11 8AF Tel. 01952 462135
WTS Electronics Ltd Studio Master House, Chase End Lane Luton, Beds, LU4 9EZ Tel 01582 491646
West Coast Computers (SAMs) see Hardware section for address

Publications

66s (all 8-bits, £2 per issue, or £1.50 if 10 or more issues are ordered at once) 26 High Street, Sutton in ead ised Ely Cambs CB6 2RA Tel 01353 777006
Adventure Probe (all formats, £2) 52 Burland Rd Liverpool, L18 0AQ - Tel. 0151 722 6731
AlchNews (Spec tape/disk, £1 or free with medium and SAE) 62 Tithe Barn Lane Woodhouse Sheffield S13 7LN Tel. 0114 255 7844
Eee (SAM disk) - see Persona (software) for address
Crashed (SAM/Spec) ...and a big old garage thing "round the back...
Format (SAM/Spec £1 50) see West Coast Computers for address
Fred (SAM disk, £2) see Fred Publishing above for address
JDH Tipshop (Spec) 40 Resene Place Grimsby S Humberside, DN33 2JS
Outlet (Spec £3 50) 34 Saffronsgate Drive, Bristol Leicester LE4 3FF
PD Power (Spec £2) see Prism PD above for address
SAM2SAM (SAM disk, £1.50) 66a Norman Crescent, Sunnyfields, Doncaster DN5 8RX.
SAMDisk (What d'you think? £2.00) see Atomik software for address
SAM Supplement (SAM disk £2) see Supplement s/w for address
Sinclair Express (Spec, £1 75) 7 Manor Drive, Mirfield, Sheffield TA18 5HT
Spectrum UK (Spec, £1 50) 26 Rockingham Dr Melton Mowbray Leicestershire LE13 0LQ
SUC- Session see Spectrum-User-Club for address
The Thing Monthly (lots of humorous babble with a section on old computers SAE for new issue (some issue) - 48 High Rd West, Felixstowe Suffolk, IP11 9JE Tel 01394 273178
Zodiac (SAM 50p) - New House Hollesar Chard Somerset, TA20 3HB Tel 01460 63118

User groups

8 Bit Alliance (Spec) see Hammer PD for address
Chic Computer Club/Spectra PO Box 121 Gerrard's Cross Bucks SL9 8JP
INDUG see West Coast Computers for address
Spectrum Profi Club see Worms PD for address
Spectrum-User-Club Gartenkreis 23 70794 Filderstadt, Germany Tel 0049 711 777142

This thing just keeps on getting bigger and bigger (ahem)! Phew

NOTICE BOARD

MESSAGE
I've just bought loads of Speccy stuff, including a Genius (Kempston) mouse with interface and Artist 2 software £20 anyone?
Allan

WANTED
Small ads for Notice Board Send short lineage to the usual address Absolutely free!

WANTED
Passwords for SU Great 8 prize games. No 20 July 92 *Lone Wolf* and No 22 Sept 92 *Nightrun*. Call Robert on 01543 360819 or write to *Crashed* tips.

FOR SALE
100's of Spectrum games. Call Gareth on (0191) 373 6322

MESSAGE
Don't forget the first Northern SAM & Spectrum computer show on the 21st September -!

The Shop

CRASHED back issues

Issue 1 - Jon Nash interview. Reviews of Dawn Attack, Street Fighter 2 and Nigel Mansell's Grand Prix.

Issue 2 - It's A Goal and Relor reviewed, a letters section and some other stuff

Issue 3 - Lemmings and Fireview 2 reviews, interview with David Ledbury. Highly Recommended, Whittle a Wibble oldie reviews. Playing Tips

Issue 4 - Lockback at 1994 PD software reviewed in Public Exposure. Sinclair User in Nostalgia Corner. Dave F interviewed

Issue 5 - Simon Cooke interview. Gloop, The Addams Family and The Witching Hour reviewed. Crash in Nostalgia Corner

Issue 6/7 - First nice looking issue! Home Computing Weekly appears in NC. Interview with the Shaw Brothers. Gloucester Fair report. TNT and Fishpaste vol 1 reviewed. Tech Niche Extra, plenty of News

Issue 8/9 - M&R leaves in a blaze of no glory whatsoever, a stupid Atari machine in Nostalgia Corner, fanzine roundup, Ball Games and Fishpaste 2 reviewed. John Wilson interviewed. Public Exposure returns, the Crashed awards are announced.

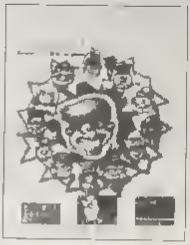
Issue 10/11 - First colour cover, preview of Kilcot, exclusive Alien Towers pics, Amalthea and Tange/Magic Disc and SC_Ward Pos. reviewed. Linda Barker interviewed. Public Exposure exposes PD, Sinclair Research a 1984 catalogue in Nostalgia Corner and lots more!

Issue 12 - BACK IN STOCK - but supplies are still limited! With its controversial cover, this issue also has a free tape/disk with it, available now only if 50p or blank tape/disk is sent with order. Inside, there's part one of our Bob Branchley interview, a review of the Quasar Surround soundcard and FLM on the SAM.

Issue 13 - A report of the Edinburgh show, a review of Hop N Chop/Football Glory, games tips in Game On, part 2 of the Bob Branchley interview, a look at the rivals in Going Underground, a double helping of Retro Reviews and lots, lots more!

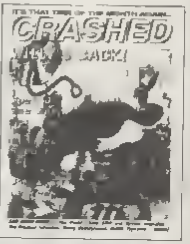
Issue 14

Grubbing For Gold adorned this issue's cover (which no-one understood to be a European flag), and a review appears inside, along with reviews of Rat Salad, Dead Or Alive, the resurrection of Simon Cooke on Spec Tec Junior, Brian Watson (editor of SBrit) is interviewed, The Pestie's Sack gets controversial, and Public Exposure exposes the latest PD software.



Issue 15

***Manic Miner, Jet Set Willy, and Jet Set Willy 2* all feature on this issue's coverdisk/tape for Spectrum or SAM, and on this issue's cover. Inside we have a feature about the Spectrum on the Internet, a four-page words and pictures report of the April '96 Gloucester Fair, an interview with Jupiter Software's boss, reviews of Ice Chicken and Atomix, controversy in The Pestie's Sack, and lots more!**



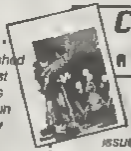
CRASHED t-shirts

A SNIP AT £4.99 each

Yes you too can have the Crashed logo plastered across your chest. These high-quality white t-shirts sporting the new Crashed logo in colour are only available in very limited numbers so order now! We've got two left at £4.99 - show your support! We can also print slogans on them - call for details!

CRASHED posters

A BRAG AT £2.99 each



New! Fresh! Lovely! Adorn your walls with these full colour glossy A3-sized Crashed posters. Poster 1 features issue 10/11's cover artwork - Amalthea (or "the guy with the gun"), and poster 2 has issue 14's Grubbing For Gold cover, both drawn by Steven Pick. All posters are of high quality - much better than the covers themselves!

CRASHED mail order software

Yes, that's right - Crashed is now offering the following games for sale. They've been bought as a job lot (ie there's many copies of each title), hence the low prices, (most of it goes on postage). All games are new and boxed with instructions, inlays, and any freebies (such as badges, maps, etc) included

- Enterprise
- Leviathon
- Protector
- Rad Ramp Racer
- War Recruit

90p

- Angle Ball
- Canyon Warrior
- Chronos
- Collision Course
- Colony
- F-16 Fighting Falcon
- Gregory Loses His Clock
- Hacker 2
- Jackal & Wide
- Jonah Barrington's Squash
- Knuckle-Busters
- Legend Of The Amazon Women
- Majik
- Micro Mouse
- Milk Race
- Prowler
- Pulse Warrior
- Raid (Over Moscow)
- Rapid Fire
- Resteracan
- Rebel
- Rescue On Fractalus
- Shard Of Inovar
- Strike
- T-Bird

£1.00

- Agent X
- Cauldron 2
- Dun Darach
- Federation
- Marsport
- Tetris
- Tir Na Nog
- Trailblazer
- Xanen
- Zub

£1.20

- Cisco Heat
- Stiffip & Co
- Teenage Mutant Hero Turtles (the platform one)
- Welltris

And that's yer lot! (for now :-)
Nb Delivery within 28 days

NEXT ISSUE

We're going to try to get issue 17 out in time for the Gloucester show, but we mightn't make it. Anyway, you'll find lots to read in the next issue of *Crashed*, which should return to it's usual 20-paged self, including

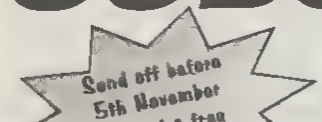
Spec Tec Junior - he's been missing for a while, but with a bit of luck you'll see him next issue. Send in your questions now!

Reviews - lots of SAM and Spectrum software has been released recently, including Conquest, Chessmate, Elite, Momentum, and lots more, so expect to see reviews soon!

The Crashed Interview - shall return with a top SAMSpec celeb answering our many questions and queries. Will it be Matthew 'Jet Set' Smith, or the MD of Mikro-Gen? Find out in issue 17.

And lots, lots more! ***Crashed Issue 17*** **-** ***Out October/November.*** **Don't miss it!**

SUBSCRIBE!



That's right - subscribe to *Crashed* for six issues and get a Spectrum game of our choice (tape only) from our mail order range absolutely free! The games are all boxed and unused, but we cannot guarantee any particular title. Just fill out the coupon below, send it off, and you'll be able to enjoy *Crashed* popping through your letterbox for the next year! Plus, a sub costs less than buying the issues seperately, making each issue around £1.40!

Name .....
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Main computer/s (in order of preference) .....
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What do you like/dislike about this issue of *Crashed*?
.....
.....

I enclose a cheque/PO for £8.50 made payable to **Crashed Magazine**

BP/16/FG

Subject to availability. Offer applies only to current non-subscribers. All forms must be received by 5/11/96